

BERLIN

THE WICKED CITY

KEEPER REFERENCE BOOKLET

This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game, and optionally the *Pulp Cthulhu* sourcebook, both available separately.

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CHARACTERS AND MONSTERS: THE DEVIL EATS FLIES

NON-PLAYER CHARACTERS

Manfred Freiherr von Killinger, 36, assassin on a mission

STR 50 CON 70 SIZ 75 DEX 55 INT 70
APP 50 POW 65 EDU 70 SAN 65 HP 14
DB: +1D4 Build: 1 Move: 7 MP: 13

Combat

Brawl 70% (35/14), damage 1D3+1D4
Riding crop 70% (35/14), damage 1D3+½DB
Model P08 Luger 50% (25/10), damage 1D10
Dodge 27% (12/5)

Skills

Credit Rating 50%, Intimidate 65%, Language (English) 35%, Language (German) 70%, Law 45%, Mechanical Repair 25%, Navigate 55%, Occult 50%, Pilot (Boat) 70%, Psychology 35%, Spot Hidden 45%, Swim 60%, Throw 50%.

Erwin Kern, 23, Consul assassin

Kern's accomplices are Hermann Fischer, Ernst von Solomon, and Ernst-Werner Techow. Use Kern's profile for these men as well.

STR 60 CON 60 SIZ 65 DEX 70 INT 55
APP 80 POW 65 EDU 60 SAN 65 HP 12
DB: +1D4 Build: 1 Move: 8 MP: 13

Combat

Brawl 70% (35/14), damage 1D3+1D4
Bergmann MP18 55% (27/11), damage 1D10
"Potato Masher" grenade 50% (25/10), damage 4D10/3 yards/meters
Dodge 35% (17/7)

Skills

Climb 50%, Drive Auto 55%, Intimidate 60%, Jump 45%, Language (German) 60%, Law 50%, Sneer Menacingly 85%, Stealth 45%, Throw 50%.

Pyotr Shabelsky-Bork (aka Prince Gabriel Constantinovich), 29, conspirator

STR 65 CON 55 SIZ 60 DEX 65 INT 80
APP 45 POW 80 EDU 90 SAN 45 HP 11
DB: +1D4 Build: 1 Move: 9 MP: 16

Combat

Brawl 60% (30/12), damage 1D3+1D4
.32 Automatic 65% (32/13), damage 1D8
Dodge 40% (20/8)

Skills

Art/Craft (Poetry) 45%, Charm 45%, Credit Rating 65%, Cthulhu Mythos 14%, Disguise 65%, Drive Auto 45%, Fast Talk 50%, Firearms (Rifle/Shotgun) 60%, First Aid 50%, History 55%, Intimidate 50%, Language (English) 45%, Language (French) 65%, Language (German) 75%, Language (Russian) 90%, Library Use 50%, Occult 60%, Persuade 70%, Psychology 60%, Ride 60%.

Spells: Banishment of Yde Etad, Prinn's Crux Ansata
Equipment: Crux Ansata

Red Mill Drunk

STR 65 CON 50 SIZ 75 DEX 55 INT 65
APP 45 POW 40 EDU 65 SAN 50 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 10

Combat

Brawl 60% (30/12), damage 1D3+1D4
Dodge 27% (12/5)

Anita Berber, 23, Berlin's naked goddess

STR 60 CON 55 SIZ 40 DEX 85 INT 75
APP 85 POW 90 EDU 55 SAN 80 HP 9
DB: 0 Build: 0 Move: 9 MP: 18

Combat

Brawl 30% (15/6), damage 1D3
Dodge 45% (22/9)

Skills

Art/Craft (Acting) 35%, Art/Craft (Dance) 75%, Art/Craft (Poetry) 55%, Charm 65%, Fast Talk 55%, History 30%, Language (English) 20%, Language (French) 45%, Language (German) 55%, Language (Russian) 20%, Occult 25%, Persuade 65%, Sleight of Hand 30%, Stealth 40%.

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Police Inspector Krieg, 54, *hardboiled cop*

STR 50 CON 40 SIZ 60 DEX 55 INT 85
APP 40 POW 70 EDU 75 SAN 60 HP 10
DB: 0 Build: 0 Move: 5 MP: 14

Combat

Brawl 45% (22/9), damage 1D3
.32 Automatic 45% (22/9), damage 1D8
Dodge 40% (20/8)

Skills

Accounting 35%, Climb 60%, Disguise 25%, Fast Talk 75%, Intimidate 45%, Language (English) 25%, Language (German) 75%, Language (Polish) 15%, Language (Russian) 20%, Law 65%, Listen 55%, Persuade 75%, Psychology 80%, Spot Hidden 80%, Stealth 45%, Throw 40%.

Baron Arthur von Kleist, 67, *scheming monarchist*

STR 50 CON 60 SIZ 50 DEX 65 INT 70
APP 45 POW 70 EDU 75 SAN 70 HP 11
DB: 0 Build: 0 Move: 5 MP: 14

Combat

Brawl 25% (12/5), damage 1D3
Sword cane 60% (30/12), damage 1D6
Dodge 40% (20/8)

Skills

Credit Rating 75%, Intimidate 65%, Language (English) 15%, Language (German) 75%, Language (Russian) 25%, Law 45%, Persuade 65%, Psychology 60%, Spot Hidden 60%.

Franziska Schanzkovska (aka Anna Tchaikovsky), 26, *Romanov pretender*

STR 45 CON 40 SIZ 35 DEX 65 INT 50
APP 70 POW 50 EDU 60 SAN 32 HP 7
DB: -1 Build: -1 Move: 9 MP: 10

Combat

Brawl 25% (12/5), damage 1D3-1
Dodge 32% (16/6)

Skills

Climb 50%, Disguise 30%, Intimidate 40%, Jump 40%, Language (English) 40%, Language (French) 50%, Language (German) 50%, Language (Polish) 60%, Language (Russian) 60%, Persuade 50%, Psychology 45%, Stealth 50%, Throw 35%.

RUSSIAN MONARCHISTS

Fyodor Viktorovich Vinberg

STR 50 CON 50 SIZ 50 DEX 60 INT 70
APP 50 POW 60 EDU 80 SAN 60 HP 10
DB: 0 Build: 0 Move: 6 MP: 12

Combat

Brawl 45% (22/9), damage 1D3
Dodge 30% (15/6)

Skills

Credit Rating 65%, History 45%, Language (German) 40%, Language (Russian) 80%.

Princess Natasha Alexandrovna

STR 35 CON 55 SIZ 45 DEX 65 INT 70
APP 65 POW 60 EDU 80 SAN 60 HP 10
DB: -1 Build: -1 Move: 8 MP: 12

Combat

Brawl 25% (12/5), damage 1D3-1
Dodge 32% (15/6)

Skills

Charm 45%, Credit Rating 75%, Language (German) 40%, Language (Russian) 80%.

MONSTERS

The Demon-Großmann, *murderous spirit*

STR — CON — SIZ — DEX — INT 65
APP — POW 300 EDU — SAN — HP —
DB: — Build: — Move: — MP: 60

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3+DB*
Dodge Use possessed host's skill

*Of the possessed host.

Skills

as per the possessed host.

Armor: none.

SPECIAL POWERS:

Possession: the spirit-form of Carl Großmann is a terrible entity indeed, able to possess those who unknowingly partook of Großmann's human meat products and turning them into monstrous caricatures of the killer. The more the spirit-fragment possesses the host, the less "human" the host becomes, until it is a walking avatar of *lustmord*.

The target must make an opposed **POW** roll when a fragment of the demon attempts to possess them. Fortunately for the victim, the demon's POW is divided evenly among the number of hosts currently possessed plus the current target—e.g. if the Demon-Großmann is inhabiting five other bodies and is trying to possess a sixth, its effective POW in each body is 50. The Demon-Großmann will not generally attempt to possess more than six hosts at a time and usually limits itself to no more than three. The spirit may abandon its hosts at any time and coalesce as it sees fit, even going so far as to reunite in a single host.

Failing the opposed POW roll means the victim is now possessed by the Demon-Großmann and they become completely subordinate to the demon's animate will. Horrifically, the victim remains aware of the actions they are taking and of the changes going on in their body.

The life force of the vessel is slowly consumed during the time of possession. Once per day while possessed, call for an opposed **POW** roll: if failed, the host body loses 3D10 POW. If the character can overcome the spirit, the demon loses 2D6 POW instead—these losses are permanent for both parties. The spirit will flee a host that causes it to lose half or more of the POW points it had when it possessed the host. If a host reaches zero POW, the vessel is effectively deceased and is only animated by the spirit. Once the spirit leaves, the host's body collapses in a dead heap. As POW is drained, the host takes on increasingly alarming characteristics of decay and monstrosity. In effect, the spirit-fragment inside is transforming the vessel to resemble the true form of the Demon-Großmann.

The demonic force possesses every cell of the vessel. Thus, dismemberment doesn't stop the vessel from continuing to act. Indeed, it simply guarantees that other, smaller parts of the host will now act independently! This cellular possession also fundamentally alters the vessel's biochemistry and physiognomy. This starts in the eyes: even without any other changes to the body, possessed hosts acquire Großmann's beady-eyed stare. Even more bizarrely, the shadow they cast is that of Carl Großmann (0/1 Sanity point loss when noticing this phenomenon). Blood and other fluids take on garish colors (white, dark or light red, black, or green) and, as APP is lost (see following), the victim's overall features become much more corpselike. The creature's voice is usually a demonic growl, although it can also take on

other, disturbing forms, such as childlike singing.

For every 15 points of POW the host loses, they permanently lose 5 points of APP and should roll once on the **Demonic Mutation Table** (nearby) to see what bizarre changes take effect in their body.

Once a vessel is completely taken over, the Demon-Großmann may create the illusion of the vessel being restored to its full APP, speaking and appearing as it did before possession. The Demon-Großmann has full access to the vessel's memories, which it can use those to lull friends and loved ones into a false sense of security. These changes are entirely illusory. Furthermore, once a vessel's POW has reached zero, its body is putty in the hands of the possessing spirit. Bones may be broken and features completely reshaped—whatever the Demon-Großmann wishes to do to cause the maximum amount of terror—and it may even reshape the host's physical structure; essentially, any of the changes on the **Demonic Mutation Table** may now be applied at will.

If a host somehow survives their possession, they lose 1D3/1D6 Sanity points, +1 for each point of POW lost to the demon, the moment it leaves (or is expelled from) their body. APP and POW losses are permanent, but any mutations gained during possession disappear. APP loss manifests as scarring and a general "used-up" appearance.

Combat: unfortunately, the only way to stop a possessed host is to destroy the body or the head. Complete destruction through fire, explosion, or other sources of that nature will also do the trick. The Keeper should use the **Optional Hit Locations** rule (*Call of Cthulhu Rulebook*, pages 126–127) when investigators are fighting a possessed host. Each location can take a certain percentage of total hit points in damage before being severed/slashed open; excess damage from the blow is lost—see the **Hit Location Damage Percentages Table** (nearby). If a limb is severed, it now possesses that same percentage of its host's original total hit points and may act independently. It also reduces the host's *current* POW by the percentage given.

Example: the investigators are attacked by a possessed doctor with 12 hit points, containing a spirit-fragment of POW 100. An investigator strikes out with their fire axe and rolls "Right Arm" for the hit location. They inflict 6 points of damage with the strike.

The doctor loses 3 hit points (25% of his starting total); the remaining 3 points are wasted. The arm falls to the ground...and starts scuttling toward the investigators, trying to trip them up! The arm now has 3 hit points of its own. The possessing spirit's POW is reduced by 25 percent to 75, while the arm now has a spirit-fragment of its own with a POW of 25.

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Investigators may target individual body parts by taking a penalty die on their attack—if the head is severed, the host is unable to see or hear. Strangely, the disembodied head is still able to talk and may even attempt to bite if an investigator gets too close, at least until the spirit-fragment flees (which it does so as quickly as possible after the beheading to avoid being destroyed itself, either partially or completely).

The spirit-fragment may also elect to depart if the fight seems to be going against it. If it fails to do so before total bodily destruction, complete destruction of the head (as opposed to just severing it), or total dismemberment occurs, then the spirit-fragment contained within is destroyed, reducing the overall POW of the Demon-Großmann. Note that in cases of dismemberment (head or limbs), some fragment of the spirit may survive long enough to flee, with only a fraction being permanently destroyed. The spirit may choose to vacate a body temporarily before matters escalate too far, returning control to the host, only to come back and possess it again at a more opportune time.

Sanity loss: possession is incredibly traumatic; to be possessed by the Demon-Großmann is to experience the will of a monster made manifest by your own hands. Sanity should be lost for “witnessing” horrific acts committed by the possessing spirit-fragment. In addition, as already mentioned, should the host survive their possession, they lose 1D3/1D6 Sanity points, +1 for each point of POW lost to the demon, the moment it departs, virtually guaranteeing indefinite insanity for all but the briefest possessions, even if the spirit-fragment flees the host before death.

The Sanity loss inflicted on those who witness a possessed host is dependent on their relationship to the host, as well as the degree to which the Demon-Großmann has taken over. Suggestions follow, but the Keeper should use their discretion, as not every possible permutation may be covered:

- Seeing Großmann’s shadow: 0/1 Sanity loss.
- Noticing the change in the eyes: 1/1D2 Sanity loss.
- Mutations (minor) or seeing obvious signs of possession (decay, changed voice, etc.): 1/1D2 to 1/1D4 Sanity loss.
- Mutations (major): 1/1D6 Sanity loss.

Again, feel free to bump up these losses if the host is a loved one, a close friend, or a fellow investigator. Also, note that some mutations add to these losses (as noted on the **Demonic Mutation Table**).

Dormancy: a spirit-fragment, upon possessing a host, need not immediately show its hand. When a host is possessed by a dormant fragment, the victim should continue to make opposed **POW** rolls once every six hours and note the results (including mutations) but *should not apply them yet*. When the Demon-Großmann decides to manifest, apply *all* POW losses, Sanity losses, and mutations at once—this can result in quite striking transformations! The Demon-Großmann prefers to take action immediately upon possessing a host, but also sees the value in lying low for a time, particularly in the case of investigators.

HIT LOCATION DAMAGE PERCENTAGES TABLE

Roll 1D10 to determine Location	Location	Total Hit Point Percentage (%)
1–3	Right Leg	30
4–6	Left Leg	30
7–10	Abdomen	30
11–15	Chest/Torso	40
16–17	Right Arm	25
18–19	Left Arm	25
20	Head	30

DEMONIC MUTATION TABLE

Roll 1D20	Mutation	Sanity Loss
1	Multi-hinged mandibular jaw (+1 biting damage)	1/1D4
2	Long, craning neck (extended reach; 1D4 feet* long)	1/1D6
3	Clawed hands (+1 brawling damage)	1/1D2
4	Needle-like teeth (+1 bite damage)	1/1D2
5	Extra-long tongue (1D6 feet* long)	1/1D2
6	Spikes (roll 1D6: 1–2 shoulder; 3–4 head; 5 chest; 6 legs)	1/D4
7	Prehensile tail (1D6 feet* long)	1/1D6
8	Eye stalks (360 degree vision)	1/1D6
9	Multiple arms (1D3) (one extra attack per arm)	1/1D6
10	Multiple legs (1D4) (add +1 to Movement per extra leg)	1/1D6
11	Multiple eyes (1D20) (scattered across head and upper torso; impossible to blind)	1/1D6
12	Bubbling skin (flesh ripples, bulges, and pulsates)	1/1D4
13	Sucker-pads on hands and feet (+1 Build when grappling; bonus die to Climb rolls)	1/1D4
14	Second face (a smaller version of Großmann's face manifests on the back of the head)	1/1D6
15	Covered in suppurating sores (pulsating sores, weeping sores)	1/1D2
16	Smells of rotting meat (opponent must make a successful CON roll when in melee or lose the first round of combat to retching)	1/1D2
17	Extra-long fingers (+1D6 inches**)	1/1D2
18	Tentacle-like fingers (combines Extra-long fingers and Sucker-pads)	1/1D4
19	Bloody projectile vomit (may target up to 5 feet away with 50% accuracy; those hit suffer 1/1D2 Sanity point loss and must make a successful CON roll or spend next round retching; those hit are vulnerable to possession)	1/1D2
20	Screaming faces (the faces of some of Großmann's previous victims press out against the flesh of the body from within; Stealth rolls impossible)	1/1D6

Note: Sanity loss may be increased a step for multiple mutations.

*1 foot = 30 cm

**1 inch = 2.5 cm

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SAMPLE HOSTS

Presented here are four luckless Berliners, each possessed by a spirit-fragment of the Demon-Großmann, each for a different length of time. All assume a possessing spirit-fragment of 100 POW (meaning that, as written, a maximum of three of them can be active together at any one time). Use these to assail investigators and as examples for creating your own.

Traudl, maid

STR 50 CON 50 SIZ 40 DEX 50 INT 45
APP 55 POW 40* EDU 40 SAN 40 HP 9
DB: 0 Build: 0 Move: 9 MP: 8

*100 POW for spirit-fragment

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3
Dodge 50% (25/10)

Skills

First Aid 50%, Language (German) 40%, Language (Russian) 20%, Listen 60%, Mechanical Repair 20%, Natural World 45%, Persuade 30%, Science (Pharmacy) 15%, Psychology 45%, Spot Hidden 55%.

Mutations: none.

Sanity loss: 1/1D2 Sanity points when possession is witnessed.

Anita Brandt, half-silk prostitute

Possession: 3 hours.

STR 40 CON 50 SIZ 35 DEX 65 INT 65
APP 60 POW 25* EDU 60 SAN 25 HP 8
DB: -1 Build: -1 Move: 9 MP: 5

*100 POW for spirit-fragment

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3-1
Dodge 65% (33/13)

Skills

Accounting 65%, Charm 35%, Climb 45%, Fast Talk 45%, Language (English) 25%, Language (German) 60%, Library Use 30%, Psychology 40%, Sleight of Hand 30%, Stealth 30%.

Mutations: extra-long tongue (5 feet long), bubbling skin.

Sanity loss: 1/1D4 Sanity points to see the mutated prostitute.

Sigfried Schröder, member of Organisation Consul

Possession: 1 hour.

STR 65 CON 60 SIZ 70 DEX 55 INT 50
APP 45 POW 39* EDU 55 SAN 39 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 7

*100 POW for spirit-fragment

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D4
Model P08 Luger 65% (32/13), damage 1D10
Dodge 50% (25/10)

Skills

Drive Auto 55%, First Aid 45%, Intimidate 65%, Language (English) 20%, Language (German) 60%, Language (Italian) 25%, Rifle 75%, Track 25%.

Mutations: bloody projectile vomit (may target up to 5 feet away with 50% accuracy; those hit suffer 1/1D2 Sanity loss and must make a successful CON roll or spend next round retching; those hit are vulnerable to possession).

Sanity loss: none, 1/1D2 Sanity points when witnessing projectile vomit.

Karlheinz Haas, dockworker

Possession: 15 hours.

STR 75 CON 70 SIZ 85 DEX 60 INT 50
APP 20 POW 00* EDU 35 SAN 00 HP 15
DB: +1D4 Build: 1 Move: 10 MP: 0

*100 POW for spirit-fragment

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D4
Dodge 30% (15/6)

Skills

Climb 45%, Intimidate 40%, Language (German) 35%, Mechanical Repair 65%, Operate Heavy Machine 75%, Stealth 60%.

Mutations: long neck, suppurating sores, smells of rotting meat, three extra legs.

Sanity loss: 1/1D6 Sanity points to see the mutated dockworker.

Johann Caspersohn, *librarian*

Possession: 10 hours.

STR 50 CON 40 SIZ 60 DEX 55 INT 75
APP 30 POW 00* EDU 80 SAN 00 HP 10
DB: 0 Build: 0 Move: 7 MP: 0

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3
Dodge 27% (12/5)

Skills

History 45%, Language (Ancient Greek) 25%, Language (English) 45%, Language (French) 65%, Language (German) 80%, Language (Hebrew) 40%, Language (Latin) 35%, Language (Yiddish) 65%, Library Use 85%, Listen 55%, Occult 25%, Persuade 40%, Psychology 40%, Spot Hidden 45%, Stealth 35%.

Mutations: 12 extra eyes, screaming faces, prehensile tail (2 feet long), extra-long fingers (5 inches longer than normal), second face.

Sanity loss: 1/1D6 Sanity points to see the mutated librarian.

OTHER

Cassowary

STR 75 CON 50 SIZ 80 DEX 70 INT—
APP — POW 50 EDU — SAN — HP 13
DB: +1D4 Build: 1 Move: 12 MP: —

Combat

Attacks per round: 1 (claw, peck)

Fighting 60% (30/12), damage 1D6+1D4
Dodge 35% (17/7)

Skills

Listen 50%, Spot Hidden 30%, Stealth 50%. Characters and Monsters

CHARACTERS AND MONSTERS: DANCES OF HORROR, VICE, AND ECSTASY

NON-PLAYER CHARACTERS

Assume that all statistics provided refer to the 1926 version of the non-player character (NPC), unless that person is first (or only) encountered in 1928.

Albin Grau, 42, *artist-occultist*

STR 55 CON 50 SIZ 50 DEX 60 INT 85
APP 55 POW 80 EDU 85 SAN 73 HP 10
DB: 0 Build: 0 Move: 8 MP: 16

Combat

Brawl 30% (15/6), damage 1D3
Dodge 30% (15/6)

Skills

Art/Craft (Painting) 75%, Cthulhu Mythos 12%, Electrical Repair 45%, Fast Talk 55%, History 40%, Language (English) 20%, Language (French) 50%, Language (German) 85%, Library Use 55%, Mechanical Repair 55%, Occult 85%, Psychology 50%, Stealth 50%.

Spells: Chant of Thoth, Elder Sign, Prinn's Crux Ansata, plus 1D4 other spells of the Keeper's choosing.

Anita Berber, 27, *priestess of depravity*

STR 60 CON 40 SIZ 40 DEX 85 INT 75
APP 70 POW 90 EDU 55 SAN 80 HP 8
DB: 0 Build: 0 Move: 9 MP: 32*

*Berber's magic points have been artificially inflated through magical rituals enacted by Châtin-Hofmann, turning her into a living battery of magical energy.

Combat

Brawl 30% (15/6), damage 1D3
Dodge 42% (21/8)

Skills

Art/Craft (Acting) 35%, Art/Craft (Dance) 80%, Art/Craft (Poetry) 55%, Charm 60%, Fast Talk 65%, History 30%, Language (English) 20%, Language (French) 45%, Language (German) 55%, Language (Russian) 20%, Occult 35%, Psychology 40%, Sleight of Hand 30%, Stealth 40%, Throw 45%.

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Henri Châtin-Hofmann, 26, dancer and dabbler

STR 60 CON 70 SIZ 55 DEX 75 INT 50
 APP 60 POW 55 EDU 60 SAN 45 HP 12
 DB: 0 Build: 0 Move: 9 MP: 11

Combat

Brawl 30% (15/6), damage 1D3
 Dodge 37% (18/7)

Skills

Art/Craft (Dance) 70%, Art/Craft (Piano) 75%, Cthulhu Mythos 5%, Fast Talk 65%, Language (English) 60%, Language (German) 15%, Medicine 15%, Occult 40%, Persuade 50%, Psychology 35%, Sleight of Hand 30%, Stealth 35%.

Spells: The Unending Revelry (Dionysian Revels)*, Enthrall Victim.

*See *Spells* (page 199).

Erma Kore, 17, telephone-girl with a secret

STR 35 CON 65 SIZ 35 DEX 60 INT 65
 APP 90 POW 60 EDU 50 SAN 54 HP 10
 DB: -1 Build: -1 Move: 8 MP: 12

Combat

Brawl 25% (12/5), damage 1D3-1
 Dodge 30% (15/6)

Skills

Art/Craft (Acting) 75%, Charm 75%, Disguise 50%, Fast Talk 55%, Language (Dutch) 20%, Language (English) 20%, Language (German) 50%, Listen 60%, Occult 25%, Persuade 65%, Psychology 80%, Sleight of Hand 35%, Stealth 55%, Throw 50%.

Belshazzar the Doll Maker, 90(?), Kabbalistic artisan

STR 40 CON 45 SIZ 50 DEX 65 INT 75
 APP 40 POW 80 EDU 80 SAN 70 HP 9
 DB: 0 Build: 0 Move: 2 MP: 16

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 32% (16/6)

Skills

Art/Craft (Doll Making) 95%, Cthulhu Mythos 8%, History 70%, Language (Ancient Greek) 35%, Language (Akkadian) 20%, Language (German) 75%, Language (Hebrew) 75%, Language (Latin) 45%, Language (Yiddish) 80%, Library Use 65%, Occult 85%, Psychoanalysis 30%, Psychology 45%.

Spells: Create Living Doll*, Elder Sign.

*See *Spells* (page 199).

Gregor Gregorius, 38, occult bookstore owner

STR 50 CON 70 SIZ 55 DEX 50 INT 65
 APP 45 POW 90 EDU 75 SAN 63 HP 12
 DB: 0 Build: 0 Move: 7 MP: 18

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 25% (12/5)

Skills

Appraise 35%, Archaeology 40%, Fast Talk 50%, Intimidate 65%, Language (English) 15%, Language (Enochian) 15%, Language (German) 75%, Language (Italian) 25%, Library Use 70%, Natural World 45%, Occult 85%, Psychology 65%, Spot Hidden 45%.

Spells: Contact Deity (Tsathoggua), Dominate, Elder Sign, Enthrall Victim, Implant Fear, Mental Suggestion, Mirror of Tarkhun Atep, Shrivelling.

Walter Andrae, 53, architect and archaeologist

STR 60 CON 65 SIZ 60 DEX 60 INT 65
 APP 60 POW 55 EDU 80 SAN 55 HP 12
 DB: 0 Build: 0 Move: 6 MP: 11

Combat

Brawl 45% (22/9), damage 1D3
 Dodge 30% (15/6)

Skills

Anthropology 25%, Archaeology 75%, First Aid 45%, History 60%, Language (Akkadian) 40%, Language (Arabic) 45%, Language (English) 15%, Language (French) 65%, Language (German) 80%, Language (Sumerian) 40%, Library Use 70%, Navigate 35%, Occult 20%, Persuade 55%, Survival (Desert) 40%.

Ringverein Thug

Use this profile for any thugs, guards, and general hoodlums as needed.

STR 70 CON 65 SIZ 85 DEX 55 INT 45
 APP 45 POW 50 EDU 40 SAN 50 HP 15
 DB: +1D4 Build: 1 Move: 7 MP: 10

Combat

Brawl 70% (35/14), damage 1D3+1D4
 Dodge 40% (20/8)

Skills

Climb 50%, Fast Talk 35%, Intimidate 50%, Language (German) 40%, Look Menacing 65%, Psychology 30%, Stealth 40%, Throw 50%.

CREATURES AND MONSTERS

Rabisu,

famished cannibal residents of the Shadow City

Use this profile for all rabisu. Their skin is a pallid gray and they are without eyes or ears; their faces are little more than gaping, lamprey-like maws ringed with jagged teeth. They sense prey by smell and vibration.

STR 35 CON 55 SIZ 50 DEX 55 INT 35
APP — POW 50 EDU — SAN — HP 10
DB: 0 Build: 0 Move: 8 MP: 10

Combat

Attacks per round: 1 (bite, claw, kick, kiss)

Kiss: with a successful kiss attack, the rabisu latches onto the target, draining 1D10 magic points in the following round unless the target can succeed in an opposed **POW** roll (roll each round). If magic points are drained to zero, the rabisu detaches from the unconscious target. Breaking free of a rabisu's kiss requires a successful **STR** roll.

Kiss	80% (40/16), damage 1D10 MP drain
Claws	85% (42/17), damage 1D6
Dodge	50% (25/10)

Skills

Stealth 55%, Track by Scent 95%.

Armor: none.

Sanity loss: 0/1D3 Sanity points to see a single rabisu; 1/1D6 points to see a whole swarm.

Fog-Spawn, instruments of Abyzou's dark will

Near invisible and shrouded in fog, these monsters are comprised of other-dimensional matter and are insubstantial in earthly terms. Though insubstantial, they might be seen momentarily in bright light as a sparkling gray cloud with thin, whip-like tentacles. Fog-spawn give off a strange odor of burning hair (noticeable when within 25 feet; 8 m) and rarely venture forth out of darkness, as they are averse to bright light.

STR 150 CON 150 SIZ 150 DEX 90 INT 5
APP — POW 125 EDU — SAN — HP n/a
DB: n/a Build: n/a Move: 10 MP: 25

Combat

Attacks per round: 6 tentacles of mist, each with a reach of 35 feet (10.5 m)

Fighting: the fog-spawn inserts pliable tentacles into the nostrils and mouth of the target—up to six victims simultaneously—inflicting choking damage, which increases each round: 1 point of damage in first round, 2 points of damage in second round, 3 points of damage in third round, and so on. If the target can win an opposed **STR** roll versus the STR of the tentacles, they may break free and escape. Each tentacle has STR 25, multiplied by the number of tentacles attacking the individual; thus, if the fog-spawn performs three successful attacks on one target, the opposed roll is versus STR 75, and so on.

Investigators suffer a penalty die to all attempts to hit the monster (they must essentially make wild attacks), with fumbles meaning they have hit an ally or the fog-spawn's victim instead.

Insubstantial: immune to physical attacks. Direct sunlight dispels the fog-spawn back to its native dimension (transition takes ten minutes), from whence it cannot return. Strong beams of light may cause a fog-spawn to retreat. If it can find a perpetually dark place, such as a deep sewer or a cave, the fog-spawn might stay on Earth for some time.

Fighting	50% (25/10), treat as surprise attack, see Fighting for damage details
Dodge	n/a

Skills

Hunt for Victim 65%, Stealth 95%.

Armor: none—the fog-spawn is insubstantial, and nothing material can harm it. Bright light can drive it away but does not actually harm it.

Sanity loss: 1/1D10 Sanity points to see a fog-spawn. Automatically lose 1D8 Sanity points upon the fog-spawn's first successful attack.

Maenads, crazed mortal followers of Abyzou

STR 75* CON 75 SIZ 60 DEX 55 INT 25*
APP — POW 50 EDU — SAN — HP 13*
DB: +1D4 Build: 1 Move: 8 MP: 10

**Attributes are artificially altered due to constant adrenaline rush caused by Abyzou's influence.*

Combat

Attacks per round: 2 (claw, or grab and bite)

Fighting: may attack twice with their bare hands, attempting to claw the flesh from opponents' bones, or alternatively may

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attempt a grab and bite fighting maneuver—roll to grab; if successful, roll to bite with a bonus die (bite bonus is applicable for each round following if target is still held). Target may break free of grab with opposed **STR** or **DEX** roll.

Claw	50% (25/10), damage 1D3+1D4
Grab (mnvr)	50% (25/10), <i>roll</i> to bite with bonus die
Bite	35% (17/7), damage 1D3+1D4
Dodge	27% (13/5)

Skills

Gibber and Rut 85%, Listen 40%, Spot Hidden 50%.

Armor: none.

Sanity loss: none, or 1/1D4 Sanity points if pursued by a large horde of maenads out for blood.

Abyzou, Whore of Babylon, Mother of Abominations

STR 150	CON 265	SIZ 45	DEX 100	INT 125
APP 125	POW 175	EDU —	SAN —	HP 31
DB: +1D6	Build: 2	Move: 9	MP: 35	

Combat

Attacks per round: 1 (claw, kiss)

Fighting: may attempt to kiss one helpless or willing victim per round; alternatively, she attacks with her preternaturally sharp fingernails, clawing for the softest and most vulnerable parts of her target.

Enthrall: all who are sexually aroused by the female form (i.e. straight men, lesbian women, bisexual men or women) must make an opposed **POW** roll when they see Abyzou; those failing may do nothing more than stare in dumbfounded stupefaction, overcome by Abyzou's beauty (those who succeed are free to act). Abyzou may then command anyone under her sway to do her bidding; such commands are executed eagerly, even if leading to suicidal or dangerous situations. Attempting an action in contravention of Abyzou's orders triggers a Hard **POW** roll; if successful, the investigator may act as desired but loses 1D3 Sanity points from the ensuing stress. Breaking Abyzou's hold requires the target to suffer at least 1 point of damage or receive a successful **Psychoanalysis** roll.

Kiss: anyone kissed must win an opposed **POW** roll to avoid losing 1D10 magic points, which are gained by Abyzou.

Kiss	100% (50/20), damage 1D10 MP drain
Claw	85% (42/17), damage 1D6+1D6
Dodge	50% (25/10)

Skills

Charm 100%, Inspire Others 100%, Stealth 100%.

Armor: cannot be harmed by any physical attack between sunset and sunrise. During daylight hours, may be harmed normally. Abyzou may also regenerate 1 hit point for every magic point she spends. If reduced to zero hit points, Abyzou rises in her monstrous form (see following).

Spells: Clutch of Nyogtha, Flesh Ward, Melt Flesh, Quicken Fog-Spawn*, Shrivelling, Steal Life, Wither Limb.

Sanity loss: 0/1D4 to see Abyzou.

Abyzou's Monstrous Form

STR 225	CON 140	SIZ 285	DEX 50	INT 65
APP —	POW 50	EDU —	SAN —	HP 42
DB: +5D6	Build: 6	Move: 7	MP: 10	

Combat

Attacks per round: 1 or 2 (1 bite or 2 claw)

Fighting	40% (20/8), damage 4D6+5D6
Bite	60% (30/12), damage 1D10
Dodge	25% (12/5)

Armor: 8 points of wrinkly hide. If reduced to zero hit points Abyzou exits this dimension.

Sanity loss: 1/1D10 Sanity points to see Abyzou in her monstrous form.

PHASES OF THE MOON

Because Abyzou's complexion moves from midnight black to silvery white over the course of a lunar month, Keepers may wish to reference the following chart for phases of the moon in November 1928 for an idea of how she'll appear on any given day.

- November 12: new moon—Abyzou appears ebon black.
- November 20: first quarter—Abyzou appears steely gray.
- November 27: full moon—Abyzou appears milky white, almost luminescent.
- December 3: third quarter—Abyzou appears steely gray.

CHARACTERS AND MONSTERS: SCHRECKFILM

NON-PLAYER CHARACTERS

Lina Desmond, 27, investigative reporter

STR 55 CON 75 SIZ 45 DEX 60 INT 60
APP 65/50* POW 70 EDU 75 SAN 52 HP 12
DB: 0 Build: 0 Move: 9 MP: 14

*Before and after her face transferal.

Combat

Brawl 25% (12/5), damage 1D3
Dodge 30% (15/6)

Skills

Art/Craft (Writing) 65%, Charm 50%, Credit Rating 45%,
Cthulhu Mythos 4%, Disguise 65%, Fast Talk 70%, Language
(English) 20%, Language (French) 40%, Language (German)
75%, Library Use 60%, Listen 50%, Locksmith 30%, Occult
35%, Persuade 70%, Psychology 50%, Stealth 30%, Throw 40%.

Aleister Crowley, 56, occultist and struggling artist

STR 45 CON 30 SIZ 65 DEX 50 INT 85
APP 40 POW 93 EDU 80 SAN 76 HP 9
DB: 0 Build: 0 Move: 5 MP: 18

Combat

Brawl 35% (17/7), damage 1D3
Dodge 40% (20/8)

Skills

Art/Craft (Painting) 65%, Art/Craft (Poetry) 50%, Climb
75%, Cthulhu Mythos 18%, Fast Talk 70%, History 50%,
Language (Ancient Greek) 45%, Language (English)
80%, Language (German) 20%, Language (Italian) 20%,
Language (Latin) 65%, Language (Sanskrit) 15%, Library
Use 55%, Natural World 50%, Navigate 45%, Occult 85%,
Persuade 65%, Photography 40%, Psychology 75%, Survival
(Mountains) 50%, Track 35%.

Spells: Guise of the Other*, plus any other spells of the
Keeper's choosing.

*See *Spells*, page 242.

Erik Jan Hanussen, 42, clairvoyant performer and psychic

STR 55 CON 55 SIZ 75 DEX 50 INT 50
APP 40 POW 90 EDU 50 SAN 90 HP 13
DB: +1D4 Build: 1 Move: 6 MP: 18

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 25% (12/5)

Skills

Art/Craft (Acting) 65%, Charm 50%, Fast Talk 75%, Hypnosis
75%, Language (Danish) 10%, Language (German) 50%,
Language (Italian) 30%, Language (Yiddish) 45%, Occult
45%, Psychology 60%, Sleight of Hand 45%, Spot Hidden 50%.

Wolf-Heinrich Graf von Helldorff, 35, leader of the Berlin SA

STR 70 CON 65 SIZ 75 DEX 70 INT 55
APP 55 POW 60 EDU 60 SAN 50 HP 14
DB: +1D4 Build: 1 Move: 7 MP: 12

Combat

Brawl 65% (32/13), damage 1D3+1D4
Model P08 Luger 75% (37/15), damage 1D10
Dodge 50% (25/10)

Skills

Credit Rating 65%, Intimidate 70%, Language (French) 20%,
Language (German) 60%, Law 40%, Occult 35%, Ride 50%,
Throw 40%.

Inspector Krieg, 63, burned-out cop

STR 50 CON 30 SIZ 60 DEX 55 INT 85
APP 35 POW 65 EDU 75 SAN 55 HP 9
DB: 0 Build: 0 Move: 4 MP: 13

Combat

Brawl 45% (22/9), damage 1D3
.32 automatic 45% (22/9), damage 1D8
Dodge 40% (20/8)

Skills

Accounting 40%, Disguise 25%, Fast Talk 75%, Intimidate
55%, Language (English) 25%, Language (German) 75%,
Language (Polish) 15%, Language (Russian) 20%, Law 70%,
Listen 60%, Persuade 75%, Psychology 85%, Spot Hidden
85%, Stealth 45%.

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Baron Grunau, 58, occultist and filmmaker

STR 65 CON 65 SIZ 85 DEX 40 INT 75
 APP 50 POW 80 EDU 70 SAN 42 HP 15
 DB: +1D4 Build: 1 Move: 5 MP: 16

Combat

Brawl 50% (25/10), damage 1D3+1D4
 Dodge 20% (10/4)

Skills

Archaeology 70%, Charm 40%, Credit Rating 75%, Cthulhu Mythos 27%, Firearms (Rifle/Shotgun) 40%, Intimidate 50%, Language (Arabic) 40%, Language (English) 15%, Language (French) 40%, Language (German) 70%, Occult 70%.

Spells: Call Yog-Sothoth, Contact Tsathoggua.

Berlin Police Officer

STR 55 CON 65 SIZ 55 DEX 55 INT 60
 APP 55 POW 60 EDU 60 SAN 60 HP 12
 DB: 0 Build: 0 Move: 8 MP: 12

Combat

Brawl 45% (22/9), damage 1D3
 Model P08 Luger 50% (25/10), damage 1D10
 Gewehr-98 rifle 45% (22/9), damage 2D6+4
 Dodge 40% (20/8)

Skills

Accounting 20%, Climb 40%, Drive Auto 40%, First Aid 50%, Intimidate 35%, Language (German) 60%, Law 50%, Listen 40%, Psychology 50%, Ride 25%, Spot Hidden 65%, Track 35%.

Rotte Member

STR 65 CON 55 SIZ 65 DEX 50 INT 45
 APP 45 POW 45 EDU 50 SAN 45 HP 12
 DB: +1D4 Build: 1 Move: 8 MP: 9

Combat

Brawl 70% (35/14), damage 1D3+1D4,
 or brass knuckles 1D3+1+1D4
 Small club 70% (35/14), damage 1D6+1D4
*Nabkampfmesser** 70% (35/14), damage 1D4+2+1D4
 Dodge 30% (15/6)

*German for trench knife.

Skills

Intimidate 65%, Language (German) 50%, Spout Nazi Ideology 55%, Throw 40%.

Wild-Boy, 17, gang member

Use this profile for all wild-boys.

STR 50 CON 50 SIZ 55 DEX 55 INT 60
 APP 60 POW 50 EDU 50 SAN 50 HP 10
 DB: 0 Build: 0 Move: 8 MP: 10

Brawl 50% (25/10), damage 1D3
 or knife 1D4 or club 1D6
 Dodge 30% (15/6)

Skills

Charm 40%, Climb 60%, Fast Talk 50%, Intimidate 30%, Language (German) 50%, Psychology 35%, Stealth 50%, Throw 50%.

Beefy Teamster

STR 75 CON 60 SIZ 85 DEX 50 INT 65
 APP 55 POW 80 EDU 55 SAN 80 HP 14
 DB: +1D4 Build: 1 Move: 7 MP: 16

Combat

Brawl 60% (30/12), damage 1D3
 Dodge 25% (12/5)

ADVERSARIES AND MONSTERS

Cat-Thing, unwholesome feline

These loathsome creatures look like hairless cats, albeit with a human-like face and forepaws that resemble human hands. The Berlin coven uses its darkest arts to turn enemies and servants who fail them into cat-things, who then serve the witches faithfully. Cat-things are particularly fond of the taste of feline flesh and attack domestic cats on sight with an eye toward devouring them.

char.	average	roll
STR	10	1D3×5
CON	40	2D6×5
SIZ	10	1D3×5
DEX	90	(4D6+4)×5
INT	50	3D6
POW	35	2D6

Average Hit Points: 5

Average Damage Bonus (DB): -2

Average Build: -2

Average Move: 9

Average Magic Points: 7

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Combat

Attacks per round: 1 (claws or teeth)

Grab (mnvr): cat-things attack by pouncing on their opponents, preferably from a height. They use their human-like forepaws to grab tight onto their target, granting a bonus die to bite & claw attacks on subsequent rounds as they sink in their needle-like teeth and rake with their back claws. If multiple cats grab onto a single target, they gain 2 bonus dice to subsequent attacks, per the outnumbered rule. If grabbed, a target may attempt to pull the cat-thing off with a successful STR roll.

Fighting	40% (20/8), damage 1D3-2
Grab (mnvr)	40% (20/8), holds onto target, grants bonus die to bite & claw attacks
Bite & Claw	35% (17/7), damage 1D4+1-2
Dodge	45% (22/9)

Skills

Climb 80%, Listen 50%, Stealth 80%.

Armor: none, but attacks to hit a running cat-thing are made with one penalty die.

Spells: cat-things have a 30% chance of knowing 1D3 spells; those who knew spells in life retain that knowledge as cat-things.

Sanity loss: 0/1D6 Sanity points to see a cat-thing; if the cat-thing was known to the observer in life, it costs 1/1D8 Sanity points to see it.

Coven Witch

There are thirteen witches in Esterházy's coven, comprised of Kitty Schmidt plus eleven Salon Kitty employees; Agnes Esterházy is the thirteenth member.

STR 50	CON 55	SIZ 45	DEX 65	INT 70
APP 75	POW 75	EDU 60	SAN 00	HP 10
DB: 0	Build: 0	Move: 9	MP: 15	

Combat

Brawl	35% (17/7), damage 1D3
Dodge	35% (17/7)

Skills

Charm 75%, Cthulhu Mythos 25%, Language (English) 20%, Language (French) 25%, Language (German) 60%, Language (Russian) 35%, Listen 45%, Occult 45%, Persuade 65%, Psychology 50%, Sleight of Hand 25%, Spot Hidden 65%, Stealth 40%, Throw 35%.

Spells: Dominate, plus 1D3 spells of the Keeper's choosing.

Ágnes Esterházy, 33, countess, witch, movie star

STR —	CON —	SIZ 40	DEX 70	INT 60
APP 90	POW 120	EDU 60	SAN 00	HP —
DB: —	Build: —	Move: 9	MP: 24	

Attacks per round: 1

Fighting: as she is non-corporeal, the countess can engage in combat only through her ability to wield magic.

Brawl	25% (12/5), damage as per the Spectral Razor spell*
Dodge	35% (17/7)

Skills

Art/Craft (Acting) 60%, Charm 75%, Cthulhu Mythos 35%, Language (English) 40%, Language (French) 50%, Language (German) 50%, Language (Hungarian) 60%, Language (Russian) 30%, Occult 85%, Persuade 55%, Psychology 45%.

Armor: none, she is immune to physical attacks and can be destroyed only by burning the strip of film in which her life essence is "recorded."

Spells: Curse of the Cat-thing*, Dominate, Dread Curse of Azathoth, Elder Sign, Mindblast, Power Drain*, Spectral Razor*, Stop Heart*, Wither Limb.

Sanity loss: 0/1D6 Sanity points to see Ágnes Esterházy, a three-dimensional film projection.

*See *Spells*, page 242.

Vengeful Corpse

STR 80	CON 80	SIZ 65	DEX 35	INT —
APP —	POW 05	EDU —	SAN —	HP 14
DB: +1D4	Build: 1	Move: 8	MP: 1	

Combat

Attacks per round: 1 (claw, bite)

Fighting	30% (15/6), damage 1D3+1D4
Dodge	Lacking volition, this is not an option

Armor: major wounds delivered to the body will result in loss of a limb. Otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

Sanity loss: 0/1D8 Sanity points to see a vengeful corpse.

Skeletons

STR 50 CON — SIZ 65 DEX 50 INT 50
 APP — POW 5 EDU — SAN — HP n/a
 DB: 0 Build: 0 Move: 7 MP: 1

Combat

Attacks per round: 1 (claw, bite)

Resistant to Harm: dried bones are fairly brittle, snapping and splintering easily from a heavy blow; however, no area of a skeleton is more vulnerable than any other. Any blow striking a skeleton has a chance of destroying it equal to or less than the damage done $\times 5$ (as rolled on 1D100). For example, if an axe hit a skeleton and did 8 points of damage, there would be a 40% chance of destroying the skeleton by shattering it. Unless the skeleton shatters, it remains totally undamaged. Apply one penalty die on attacks made with an impaling weapon (including bullets), since much of the target is simply air.

Claw	45% (22/9), damage 1D3
Dodge	30% (15/6)

Armor: resistant to harm (see above).

Sanity loss: 0/1D6 Sanity points to see a skeleton.